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 (CAS'99, 1999 - [ligwww.epfl.ch](#))
 ... ViCrowd Client Manages the crowd and display the **animation**. ... 2. High-level behaviour
 (**HLB**), eg, Group5 goes to ... to lunch 3. Low-level behaviour (**LLB**), eg, Group5 ...
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MT Migawa, EE Swayze, RH Griffey - US Patent 6,933,288, 2005 - Google Patents
 ... Ward, YD, et al., "Solid phase synthesis of aryl amines via palladium catalyzed
animation of resin-bound aromatic bromides," Tetrahedron Lett. ...

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WJ Hoekstra, EC Lawson, MJ Costanzo - US Patent 7,081,460, 2006 - Google Patents
 ... Lett., 1999, 40, "Properly tuned first fluoride-catalyzed TGME-mediated **animation**
 process for ... 1. Transformation of a Potent, Integrin-Selective a **Ilb** |3 3 ...

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RE MacLaury - 1997 - University of Texas Press

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A QuadirJeelani - Encyclopedia of Modern Asia, 2002 - Charles Scribners Sons/Reference
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JS Monzani, A Caicedo, D Thalmann - Computer Graphics Forum, 2001 - Blackwell Synergy

... human, this includes the body, and basic **animations** like locomotion or ... behaviour will be handled by the **high-level**, simulating the virtual human's **brain**. ...

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SJ Blakemore, P Boyer, M Pachot-Clouard, A ... - Cerebral Cortex, 2003 - Oxford Univ Press

... In contrast, activity in various other **brain** regions to ... in which subjects were shown **animation** displays that ... The lack of **high level** mental state attribution to ...

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R **Brain** - Methods - informatik.rwth-aachen.de

... benefit from the use of a **high-level** language, as ... photographs taken from Nissl stained

brain sec- tions ... can be used for illustrative renderings and **animations**. ...

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D Thalmann - International Conference on Computer Graphics and ..., 2005 - portal.acm.org

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... Figure 2: The **brain** architecture ... System allows these behaviors to be represented with **high-level** atoms ... Pose-Graphs allow source **animation** files to be decomposed ...

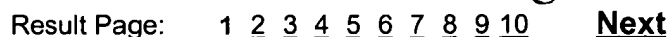
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[PDF] [CreatureSmarts: The Art and Architecture of a Virtual Brain - all 12 versions »](#)

R Burke, D Isla, M Downie, Y Ivanov, B Blumberg - Proceedings of the Game Developers Conference, 2001 - gamasutra.com

... to the interaction they were undergoing, and would change the style of their **animation** to reflect ... Page 5. The "**brain**" of each **creature** implemented with ...

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[The ANIMUS project: a framework for the creation of interactive creatures in immersed environments](#)

D Torres, P Boulanger - Proceedings of the ACM symposium on Virtual reality software ... , 2003 - portal.acm.org

... The Cognition layer handles **high level** cognitive processes and constitutes the actual **brain** of the ... Finally, the Expression layer is the **animation** engine in ...

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[Building a Believable Character for Real-Time Virtual Environments - all 2 versions »](#)

Z PAN, H YANG, B XU, M ZHANG - Lecture notes in computer science - Springer

... In our **brain** architecture, therefore, perception model basically refers ... can achieve rich and colorful behavior **animation** only by altering the **high-level** FSMs ...

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[A new animation approach for visualizing intelligent agent behaviours in a virtual environment - all 3 versions »](#)

Z Wen, QH Mehdi, NE Gough - ... , 2002. Proceedings. Sixth International Conference on, 2002 - ieeeexplore.ieee.org

... CAUTION level has reached a **high level**, the character ... Journal of Visualization and Computer **Animation**, Volume1, No ... architecture of a virtual **brain**", [http://www ...](http://www...)
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C Geiger, M Latzel - Proceedings of the fourth international conference on ..., 2000 - portal.acm.org
... of abstract, complex behavior • A very **high-level** abstract view ... avatar is capable of performing any **animation** out of ... acts on behalf of the **brain** within its ...
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D Isla, B Blumberg - AAAI Spring Symposium on AI and Interactive Entertainment, ..., 2002 - qrg.cs.northwestern.edu
... also to the recent abundance of graphics and **animation** talent. ... might be increased by taking into account **high-level** feedback from the rest of the **brain**. ...
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Virtual fishtank

H Kaufman, B Knepp, AO Francois, TA Galyean, S ... - International Conference on Computer Graphics and ..., 1998 - portal.acm.org
... to the rendering machines, including **low-level** degrees of ... and velocity, as well as **high-level** behaviors that do ... value, these character **animations** help display ...
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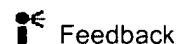
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1 [Simulating Virtual Humans in Networked Virtual Environments](#)

Igor Pandzic, Christian Babski, Tolga Capin, WonSook Lee, Nadia Magnenat-Thalmann, Soraia Raupp Musse, Laurent Moccozet, Heywon Seo, Daniel Thalmann

December 2001 **Presence: Teleoperators and Virtual Environments**,
Volume 10 Issue 6

Publisher: MIT Press

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)


In the past decade, networked virtual environments (NVEs) have been an increasingly active area of research, with the first commercial systems emerging recently. Graphical and behavioral representation of users within such systems is a particularly important ...

2 [Real-Time Animation of Realistic Virtual Humans](#)

Prem Kalra, Nadia Magnenat-Thalmann, Laurent Moccozet, Gael Sannier, Amaury Aubel, Daniel Thalmann

September 1998 **IEEE Computer Graphics and Applications**, Volume 18
Issue 5

Publisher: IEEE Computer Society Press

Full text available:  [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [references](#),
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At present, few systems possess the multiple functions required to build believable and recognizable real-time deformable humans. We describe our interactive system for building a virtual human, fitting texture to the body and head, and controlling skeleton ...


Keywords: Realistic virtual humans, real-time animation, virtual human collaborative environment, deformations, autonomous virtual actors, CyberTennis, CyberDance.

3 [Complex Models for Animating Synthetic Actors](#)

Nadia Magnenat-Thalmann, Daniel Thalmann

September 1991 **IEEE Computer Graphics and Applications**, Volume 11
Issue 5

Publisher: IEEE Computer Society Press

Full text available:  [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

A classification of models for animating synthetic actors is proposed. The classification depends on the motion control method used (geometric, physical, or behavioral) and the type of actor interaction (single actor, actor-actor, actor-environment, ...

4 Animating virtual actors in real environments

Nadia Magnenat Thalmann, Daniel Thalmann

March 1997 **Multimedia Systems**, Volume 5 Issue 2

Publisher: Springer-Verlag New York, Inc.

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper provides a detailed and complete description of merging virtual actors with animation in a real environment. It describes the tasks involved in each stage of integration, such as video acquisition, extraction of camera parameters, creation ...


Keywords: augmented reality, hidden surfaces, shadows, virtual actors, virtual camera

5 An Evolving System for Simulating Clothes on Virtual Actors

Pascal Volino, Nadia Magnenat Thalmann, Shen Jianhua, Daniel Thalmann

September 1996 **IEEE Computer Graphics and Applications**, Volume 16 Issue 5

Publisher: IEEE Computer Society Press

Full text available:  [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

In this paper, we first describe the State-of-the-Art in cloth modeling and animation, followed by a survey of the evolution of our work on the cloth generation and animation process toward evolving requirements. We then describe a more general system ...

Keywords: cloth modeling and animation, mechanical simulation, virtual actors, body modeling, body animation, collision detection, collision response


6 A versatile navigation interface for virtual humans in collaborative virtual environments



Igor Pandzic, Tolga Capin, Nadia Magnenat-Thalmann, Daniel Thalmann

September 1997 **VRST '97: Proceedings of the ACM symposium on Virtual reality software and technology**


Publisher: ACM

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7 Motion Control of Virtual Humans

Marc Cavazza, Rae Earnshaw, Nadia Magnenat-Thalmann, Daniel Thalmann
 September 1998 **IEEE Computer Graphics and Applications**, Volume 18
 Issue 5

Publisher: IEEE Computer Society Press

Full text available:  [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [references](#),
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Technologies for computer animation enable users to generate, control, and interact with life-like representations of humans in virtual worlds. Such worlds may be 2D, 3D, real-time 3D, or real-time 3D and shared with other participants at remote locations. ...

8 The use of PASCAL as a teaching tool in introductory, intermediate and advanced computer science courses



Nadia Thalmann, Daniel Thalmann

February 1978 Papers of the SIGCSE/CSA technical symposium on Computer science education

Publisher: ACM

Full text available:  pdf(348.22 KB) Additional Information: [full citation](#), [references](#), [cited by](#)


9 The use of PASCAL as a teaching tool in introductory, intermediate and advanced computer science courses



Nadia Thalmann, Daniel Thalmann

February 1978 **ACM SIGCSE Bulletin**, Volume 10 Issue 1

Publisher: ACM


Full text available:  pdf(348.22 KB) Additional Information: [full citation](#), [references](#), [cited by](#)

10 Sharing Attractions on the Net with VPark

Chris Joslin, Tom Molet, Nadia Magnenat Thalmann, Joaquim Esmerado, Daniel Thalmann, Ian Palmer, Nicholas Chilton, Rae Earnshaw

January 2001 **IEEE Computer Graphics and Applications**, Volume 21 Issue 1

Publisher: IEEE Computer Society Press

Full text available:  [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [references](#),
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The authors present the Virtual Park (or VPark) system. This includes a networked virtual environment (NVE) system, called W-VLNET (Windows Virtual Life Network) and an Attraction Building System that creates and modifies attractions used in the NVE ...

Keywords: Network Virtual Environment, Advanced Interaction, Attraction, Planning, Building, Motion Tracking


11 Computer animation



Nadia Magnenat Thalmann, Daniel Thalmann

March 1996 **ACM Computing Surveys (CSUR)**, Volume 28 Issue 1


Publisher: ACM

Full text available:  [pdf\(236.36 KB\)](#) Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

12 Avatar Markup Language

Sumedha Kshirsagar, Nadia Magnenat-Thalmann, Anthony Guye-Vuillème, Daniel Thalmann, Kaveh Kamyab, Ebrahim Mamdani
May 2002 **EGVE '02**: Proceedings of the workshop on Virtual environments 2002

Publisher: Eurographics Association

Full text available:  [pdf\(290.52 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)


Synchronization of speech, facial expressions and body gestures is one of the most critical problems in realistic avatar animation in virtual environments. In this paper, we address this problem by proposing a new high-level animation language to describe ...

Keywords: agent controlled animation, animation language, avatar animation, virtual human animation

13 Introducing programming concepts with graphical objects



Nadia Magnenat-Thalmann, Daniel Thalmann
February 1980 **SIGCSE '80: ACM SIGCSE Bulletin**, Volume 12 Issue 1
Publisher: ACM

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It is more attractive for students to learn programming concepts like control structures, data structures or recursion by the means of examples based on graphical objects. The use of a graphical PASCAL extension is a well-suited way of realizing this ...

14 Introducing programming concepts with graphical objects



Nadia Magnenat-Thalmann, Daniel Thalmann
February 1980 **SIGCSE '80**: Proceedings of the eleventh SIGCSE technical symposium on Computer science education

Publisher: ACM


Full text available:  [pdf\(234.97 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

It is more attractive for students to learn programming concepts like control structures, data structures or recursion by the means of examples based on graphical objects. The use of a graphical PASCAL extension is a well-suited way of realizing this ...

15

Virtual Human Representation and Communication in VLNet

Tolga K. Capin, Hansrudi Noser, Daniel Thalmann, Igor Sunday Pandzic,
Nadia Magnenat Thalmann
March 1997 **IEEE Computer Graphics and Applications**, Volume 17 Issue 2
Publisher: IEEE Computer Society Press

Full text available:  [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [references](#),
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The realism in participant representation in networked virtual environments involves two elements: believable appearance and realistic movements. Using virtual human figures for participant representation fulfills these functionalities with realism, ...

Keywords: virtual humans, avatars, motion control, artificial life, networked virtual environments, broadband networks.

16 Anyone for Tennis?

Tom Molet, Amaury Aubel, Tolga Çapin, Stéphane Carion, Elwin Lee, Nadia Magnenat-Thalmann, Hansrudi Noser, Igor Pandzic, Gaël Sannier, Daniel Thalmann

April 1999 **Presence: Teleoperators and Virtual Environments**, Volume 8
Issue 2

Publisher: MIT Press

Additional Information: [full citation](#), [abstract](#)


In this paper we present a virtual tennis game. We describe the creation and modeling of the virtual humans and body deformations, also showing the real-time animation and rendering aspects of the avatars. We focus on the animation of the virtual tennis ...

17 Dressing animated synthetic actors with complex deformable clothes



Michel Carignan, Ying Yang, Nadia Magnenat Thalmann, Daniel Thalmann
July 1992 **SIGGRAPH '92: ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 2

Publisher: ACM

Full text available:  [pdf\(4.74 MB\)](#) Additional Information: [full citation](#), [references](#), [cited by](#),
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Keywords: cloth animation, collision responses, deformable surface model, discretization, dynamic constraints, garment design

18 Dressing animated synthetic actors with complex deformable clothes



Michel Carignan, Ying Yang, Nadia Magnenat Thalmann, Daniel Thalmann
July 1992 **SIGGRAPH '92: Proceedings of the 19th annual conference on Computer graphics and interactive techniques**

Publisher: ACM

Full text available:  [pdf\(4.74 MB\)](#) Additional Information: [full citation](#), [references](#), [cited by](#),
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Keywords: cloth animation, collision responses, deformable surface model, discretization, dynamic constraints, garment design

19 [Using virtual humans for multimodal communication in virtual reality and augmented reality](#)

Daniel Thalmann

January 2002 Multimodal interface for human-machine communication

Publisher: World Scientific Publishing Co., Inc.

Additional Information: [full citation](#), [references](#), [index terms](#)


20 [The virtual human as a multimodal interface](#)



Daniel Thalmann

May 2000 **AVI '00**: Proceedings of the working conference on Advanced visual interfaces

Publisher: ACM

Full text available:  [pdf\(1.85 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper discusses the main issues for creating Interactive Virtual Environments with Virtual Humans emphasizing the following aspects: creation of Virtual Humans, gestures, interaction with objects, multimodal communication.

Keywords: action recognition, gestures, multimodal communication, virtual humans

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